

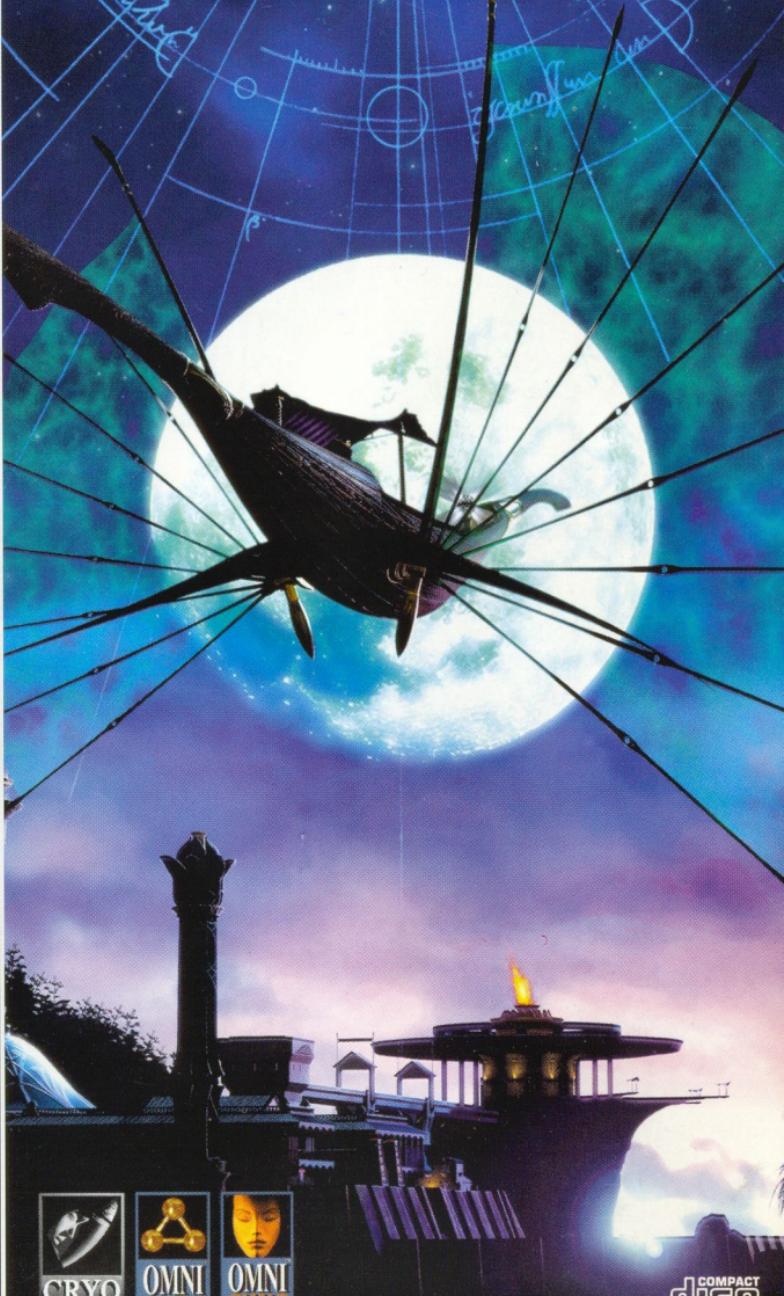
SEGA™

SEGA SATURN™

Atlantis

The Lost Tales

INSTRUCTION MANUAL



INTERACTIVE
ENTERTAINMENT



OMNI
3D



OMNI
SYNC

COMPACT
disc

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not play too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

EPILEPSIE-WARNUNG

Bitte lesen Sie diese Hinweise, bevor Sie dieses Videospiel-System benutzen oder Ihre Kinder damit spielen lassen. Bei manchen Personen kann es zu epileptischen Anfällen oder Bewußtseinsstörungen kommen, wenn sie bestimmten Blitzlichtern oder Lichteffekten im täglichen Leben ausgesetzt sind. Diese Personen können einen Anfall erleiden, während sie bestimmten Fernsehbildern ausgesetzt sind oder bestimmte Videospiele benutzen. Es können auch Personen davon betroffen sein, deren Krankengeschichte bislang keine Epilepsie aufweist und die nie zuvor epileptische Anfälle gehabt haben. Falls bei Ihnen oder einem Ihrer Familienmitglieder unter Einwirkung von Blitzlichtern mit Epilepsie zusammenhängende Symptome (Anfälle oder Bewußtseinsstörungen) aufgetreten sind, wenden Sie sich an Ihren Arzt, bevor Sie das Spiel benutzen. Eltern sollten ihre Kinder bei der Benutzung von Videospielen beaufsichtigen. Sollten bei Ihnen oder Ihrem Kind während der Benutzung eines Videospiels Symptome wie Schwindelgefühl, Sehstörungen, Augen- oder Muskelzuckungen, Bewußtseinsverlust, Desorientiertheit, jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, so beenden Sie SOFORT das Spiel und konsultieren Sie Ihren Arzt.

VORSICHTSMASSNAHMEN WÄHREND DER BENUTZUNG

- Spielen Sie nicht zu nah am Bildschirm. Sitzen Sie so weit vom Fernsehbildschirm entfernt, wie es die Länge des Kabels gestattet.
- Verwenden Sie für die Wiedergabe des Spiels einen möglichst kleinen Fernsehbildschirm.
- Spielen Sie nicht, wenn Sie müde sind oder nicht genug Schlaf gehabt haben.
- Achten Sie darauf, daß der Raum, in dem Sie spielen, gut beleuchtet ist.
- Ruhen Sie sich während der Benutzung eines Videospiels mindestens 10 bis 15 Minuten pro Stunde aus.

AVERTISSEMENT SUR L'ÉPILEPSIE

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant. Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez IMMÉDIATEMENT cesser de jouer et consulter un médecin.

PRÉCAUTIONS À PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

- Ne jouez pas trop près de l'écran. Tenez-vous à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement.
- Utilisez de préférence les jeux vidéo sur un écran de petite taille.
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.
- Assurez-vous que vous jouez dans une pièce bien éclairée.
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

ADVERTENCIA ACERCA DE LA EPILEPSIA

Lea esta advertencia antes de utilizar este sistema de juego de video o permitir que sus hijos lo utilicen. Algunas personas son susceptibles de padecer ataques epilépticos o pérdida del conocimiento cuando se exponen a ciertos patrones de luz o luces destellantes en su vida cotidiana. Tales personas pueden sufrir un ataque mientras ven ciertas imágenes de televisión o utilizan ciertos juegos de video. Esto puede suceder incluso si la persona no tiene un historial médico de epilepsia o nunca ha sufrido ataques epilépticos. Si usted o cualquier miembro de su familia ha tenido alguna vez síntomas relacionados con la epilepsia (ataques o pérdida de conocimiento) cuando se haya expuesto a luces destellantes, consulte a su médico antes de jugar. Nosotros recomendamos que los padres supervisen la utilización que sus hijos hacen de los juegos de video. Si usted o sus hijos experimentan alguno de los siguientes síntomas: mareos, visión borrosa, contracciones oculares o musculares, pérdida de conocimiento, desorientación, cualquier movimiento involuntario o convulsiones, mientras utiliza un juego de video, interrumpa INMEDIATAMENTE la utilización del sistema y consulte a su médico.

PRECAUCIONES QUE DEBEN TOMARSE DURANTE LA UTILIZACIÓN

- No se ponga demasiado cerca de la pantalla para jugar. Siéntese bien separado de la pantalla del televisor, tan lejos como permita la longitud del cable.
- Utilice el juego con una pantalla de televisión lo más pequeña posible.
- Evite jugar si se encuentra cansado o no ha dormido lo suficiente.
- Asegúrese de que la habitación donde esté jugando esté bien iluminada.
- Descanse un mínimo de entre 10 y 15 minutos cada hora mientras utiliza un juego de video.

AVVERTENZA A PROPOSITO DELL'EPILESSIA

Per favore, leggete quanto segue prima di utilizzare o di permettere ai vostri figli di utilizzare questo sistema per video giochi. Alcune persone sono suscettibili di attacchi epilettici o di perdita della conoscenza se esposte a particolari luci intermittenenti o motivi luminosi durante la vita quotidiana. Tali persone possono subire un attacco durante la visione di alcune immagini televisive o utilizzando alcuni video giochi. Questo può accadere anche se la persona non ha precedenti clinici riguardanti l'epilessia o non è mai stata colta da attacchi epilettici. Se voi o altri componenti della vostra famiglia avete sperimentato i sintomi correlati all'epilessia (attacchi o perdita di conoscenza) durante l'esposizione a luci intermittenenti, consultate il vostro medico prima di giocare. Consigliamo che i genitori tengano sotto controllo l'utilizzo dei video giochi da parte dei loro figli. Se voi o vostro figlio avvertite uno dei seguenti sintomi: senso di vertigine, vista annebbiata, contrazioni degli occhi o dei muscoli, perdita di conoscenza, disorientamento, un qualsiasi movimento involontario o convulsione, durante l'utilizzo di un video gioco, interrompete l'uso IMMEDIATAMENTE e consultate il vostro medico.

PRECAUZIONI DURANTE L'UTILIZZO

- Non giocate davanti allo schermo a distanza ravvicinata. Sedetevi ad una certa distanza dallo schermo televisivo, tanto quanto lo permette la lunghezza del cavo.
- Preferibilmente utilizzate i giochi su uno schermo televisivo piccolo.
- Evitate di giocare se state stanchi o non avete dormito abbastanza.
- Accertatevi che la stanza nella quale state giocando sia ben illuminata.
- Riposate per almeno 10 o 15 minuti ogni ora durante l'utilizzo di un video gioco.

WAARSCHUWING VOOR EPILEPSIE

Doorlezen voordat u dit videogame-systeem in gebruik neemt of het door uw kinderen laat gebruiken. Sommige mensen kunnen een epileptische aanval krijgen of bewusteloos raken wanneer zij in het dagelijks leven worden blootgesteld aan bepaalde lichtpatronen of knipperende lichten. Tijdens het kijken naar bepaalde TV-beelden of het spelen van bepaalde videospelletjes kunnen deze mensen een aanval krijgen. Dit kan gebeuren zonder dat men een medische historie van epilepsie heeft of zonder dat men ooit eerder een epileptische aanval heeft gehad. Indien u of iemand in uw familie bij blootstelling aan knipperende lichten ooit symptomen van epilepsie heeft gehad (een aanval of bewusteloosheid), raadpleeg dan uw arts alvoren u gaat spelen. Wij raden ouders aan om toezicht te houden op het gebruik van videospelletjes door hun kinderen. Indien u bij uzelf of bij uw kind tijdens het spelen van een videospel één van de volgende symptomen constateert, moet u het gebruik ONMIDDELLJK staken en uw arts raadplegen. Het gaat hierbij om de volgende symptomen: duizeligheid, wisselend zieken trekken van het oog of van de spieren, bewusteloosheid, desoriëntatie, onwillekeurige bewegingen of stuiftrekkingen.

VOORZORGSMAASTREGELEN BIJ GEBRUIK

- Ga niet te dicht bij het beeldscherm spelen. Ga op ruime afstand van het TV-scherm zitten, zover de lengte van de kabel dit toelaat.
- Gebruik het spel op een zo klein mogelijk TV-scherm.
- Ga niet spelen, indien u vermoedt bent of niet voldoende slaap hebt gehad.
- Zorg ervoor dat de kamer waarin u speelt, goed verlicht is.
- Tijdens het spelen van een videospelletje moet u elk uur tenminste 10 à 15 minuten rusten.

GETTING STARTED

This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player – doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

STARTVORBEREITUNG

Diese CD-ROM kann nur mit dem SATURN-Gerät verwendet werden. Versuchen Sie nicht, diese CD-ROM mit irgendeinem anderen CD-Spieler abzuspielen, weil dadurch Kopfhörer und Lautsprecher beschädigt werden können.

1. Nehmen Sie Ihr SEGA SATURN-Gerät gemäß den Anweisungen in der Bedienungsanleitung in Betrieb. Schließen Sie das Control Pad 1 an.
2. Legen Sie die SEGA SATURN CD-ROM mit obenliegender Etikettenseite in die Mulde des CD-Laufwerks, und schließen Sie den Plattenfachdeckel.
3. Drücken Sie die Netztaste (POWER), um das Spiel zu laden. Das Spiel beginnt nach Erscheinen des SEGA SATURN-Logos. Falls nichts geschieht, schalten Sie das Gerät aus, und vergewissern Sie sich, daß es richtig angeschlossen ist.
4. Wenn Sie ein Spiel mittendrin abbrechen wollen, oder wenn das Spiel zu Ende ist und Sie es erneut starten wollen, drücken Sie die Rückstelltaste an der SEGA SATURN-Konsole, um den Titelbildschirm des Spiels wieder aufzurufen. Durch gleichzeitiges Drücken der Tasten A, B, C und Start können Sie jederzeit auf die Kontrolltafel zurückschalten.
5. Wenn Sie das Gerät einschalten, ohne daß eine CD eingelegt ist, erscheint die Audio-CD-Kontrolltafel auf dem Bildschirm. Um ein Spiel zu spielen, legen Sie zuerst eine SEGA SATURN-CD in das Gerät ein, dann bewegen Sie den Cursor mit Hilfe des Steuerkreuzes zur oberen linken Taste der Kontrolltafel und drücken Start. Daraufhin erscheinen die Einleitungsbildschirme des Spiels.

Wichtig: Ihre SEGA SATURN CD-ROM-Disc enthält einen Sicherheitscode, der das Lesen der Disc gestattet. Halten Sie daher die Disc stets sauber, und behandeln Sie sie sorgfältig. Sollte Ihr SEGA SATURN-Gerät Schwierigkeiten beim Lesen einer Disc haben, nehmen Sie die Disc heraus und wischen sie sorgfältig ab, wobei Sie geradlinig von der Mitte zum Rand wischen.

MISE EN ROUTE

Vous ne pouvez utiliser ce CD-ROM que sur la Sega Saturn. N'essayez pas de l'utiliser dans un autre lecteur CD ; vous risqueriez de causer des dommages au casque d'écoute et aux enceintes.

1. Installez votre console Sega Saturn en procédant comme il est indiqué dans le Mode d'emploi de la Sega Saturn. Branchez la manette 1.
2. Placez le CD-ROM Sega Saturn avec son étiquette tournée vers le haut dans le compartiment du lecteur CD, puis refermez la porte du lecteur.
3. Appuyez sur le bouton Power pour charger le jeu. Le jeu commence après l'écran du logo Sega Saturn. Si rien n'apparaît, éteignez la console et assurez-vous qu'elle est correctement installée.
4. Pour arrêter un jeu en cours ou lorsque le jeu est terminé et que vous désirez le recommencer, appuyez sur le bouton Reset de la console Sega Saturn ; vous revenez alors à l'écran-titre du jeu. Pour revenir au panneau de commande, appuyez en même temps sur les boutons A, B, C et Start à n'importe quel moment.
5. Si vous allumez la console alors qu'il n'y a pas de disque dans le lecteur, l'écran du panneau de commande Audio CD Control apparaît. Pour jouer, mettez un CD Sega Saturn dans le lecteur, amenez le curseur sur le bouton supérieur gauche du panneau de commande à l'aide du bouton D et appuyez sur Start. Les écrans d'ouverture du jeu apparaissent alors.

Important : Votre CD-ROM Sega Saturn contient un code de sécurité autorisant sa lecture. Gardez-le propre et manipulez-le avec précautions. Si vous ne parvenez pas à le lire sur votre Sega Saturn, refirez-le et essuyez-le soigneusement dans un mouvement droit depuis le centre vers le bord.

EMPEZANDO

Esta CD-ROM sólo puede ser utilizada con el sistema Sega Saturn. No intente leer esta CD-ROM en ningún otro lector de CD, ya que al hacerlo puede dañar los auriculares y los altavoces.

1. Instale su sistema Sega Saturn siguiendo las instrucciones del manual de instrucciones de su sistema Sega Saturn. Enchufe el mando de control 1.
2. Ponga la CD-ROM Sega Saturn, con el lado de la etiqueta hacia arriba, en el fondo del platillo del CD y cierre la tapa.
3. Presione el botón de alimentación para cargar el juego. El juego empezará después de que aparezca la pantalla con el logotipo Sega Saturn. Si no aparece nada, apague el sistema y asegúrese de que esté instalado correctamente.
4. Si desea detener un juego que está en marcha o el juego termina y desea volver a empezar, presione el botón Reset de la consola Sega Saturn para volver a la pantalla del título del juego. Si desea volver al panel de control, presione simultáneamente los botones A, B, C y Start en cualquier momento.
5. Si enciende la alimentación sin insertar un CD aparecerá el panel de control de audio del CD. Si desea jugar un juego, ponga el CD Sega Saturn en la unidad, presione el botón D para mover el cursor al botón superior izquierdo del panel de control y presione Start. Las pantallas iniciales de un juego aparecerán.

Importante: Su CD-ROM Sega Saturn contiene un código de seguridad que permite que el disco sea leído. Asegúrese de mantener limpio el disco y manejarlo cuidadosamente. Si su sistema Sega Saturn encuentra dificultades al leer el disco, extraiga el disco y límpielo cuidadosamente, empezando desde el centro del disco y limpiando en línea recta hacia el borde.

AVVIO DEL GIOCO

Questo CD-ROM può essere usato solo con il sistema Saturn. Non provare ad usare questo CD-ROM su un altro lettore CD – facendo così potresti danneggiare le cuffie e gli altoparlanti.

1. Monta il tuo sistema Sega Saturn seguendo le istruzioni nel tuo manuale d'istruzioni del sistema Sega Saturn. Inserisci il controllo 1.
2. Metti il CD-ROM Sega Saturn nello spazio del cassetto dei CD con l'etichetta verso l'alto.
3. Premi il pulsante d'accensione (POWER) per caricare il gioco. Il gioco inizia dopo che appare il logo Sega Saturn. Se non appare niente spegni il sistema e assicurati che sia montato correttamente.
4. Se vuoi fermare una partita in progresso o se essa finisce e vuoi riniziare, premi il pulsante Reset sulla console Sega Saturn per tornare alla schermata del titolo del gioco. Se vuoi tornare al pannello di controllo, premi i pulsanti A, B o C e Start insieme in qualsiasi momento.
5. Se accendi la macchina senza inserire un CD, appare il pannello di controllo dei CD audio. Se vuoi un gioco, metti il CD Sega Saturn nell'unità, premi il pulsante direzionale per muovere il cursore sull'angolo in alto a sinistra del pannello di controllo e premi Start. Appariranno le schermate introduttive del gioco.

Importante: Il tuo CD-ROM Sega Saturn contiene un codice di sicurezza che permette al disco di essere letto. Assicurati di tenere il disco pulito e di maneggiarlo con cura. Se il tuo sistema Sega Saturn ha problemi nel leggere il disco, rimuovilo e puliscilo con cura, iniziando dal centro e pulendo verso l'esterno.

OPSTARTEN

Deze CD-ROM kan uitsluitend worden gebruikt met het Saturn-systeem. Probeer deze CD-ROM niet op een andere CD-speler weer te geven – dit kan leiden tot beschadiging van de hoofdtelefoon en luidsprekers.

1. Sluit het Sega Saturn-systeem aan zoals dat in de handleiding van het Sega Saturn-systeem staat beschreven. Sluit bedieningsblok 1 aan.
2. Leg de Sega Saturn CD-ROM, met het etiket naar boven gericht, in de CD-lade en sluit het deksel.
3. Druk op de AAN/UIT-toets om het spel te laden. Na het scherm met het logo van de Sega Saturn zal het spel beginnen. Als je niets ziet, moet je het systeem weer UIT zetten en controleren of alles goed aangesloten is.
4. Als je tijdens het spelen wilt stoppen of als het spel afgelopen is, druk dan op de Reset-toets op de console van de Sega Saturn om terug te keren naar het titelscherm van het spel. Als je naar het controlepaneel wilt terugkeren, druk dan op elk gewenst ogenblik tegelijkertijd op de toetsen A, B, C en Start.
5. Als je het apparaat AAN zet zonder dat er een CD is ingelegd, zal het audio-CD bedieningspaneel verschijnen. Als je een videospelletje wilt gaan spelen, leg dan de Sega Saturn-CD in het apparaat, druk op de R-toets om de cursor te verplaatsen naar de toets linksboven op het bedieningspaneel, en druk op Start. De inleidende schermen van een spel zullen verschijnen.

Belangrijk: De Sega Saturn CD-ROM is voorzien van een beveiligingscode die ervoor zorgt dat de disc kan worden gelezen. Houd de disc altijd goed schoon en ga er voorzichtig mee om. Als jouw Sega Saturn-systeem de disc niet goed kan lezen, moet je de disc verwijderen en voorzichtig schoonvegen, waarbij je vanuit het midden van de disc in een rechte lijn naar de rand toe veegt.

ENGLISH

- ① Sega Saturn System
- ② Control Pad 1
- ③ Control Pad 2

DEUTSCH

SEGA SATURN-Gerät
Control Pad 1
Control Pad 2

FRANÇAIS

Système Sega Saturn
Manette 1
Manette 2

ESPAÑOL

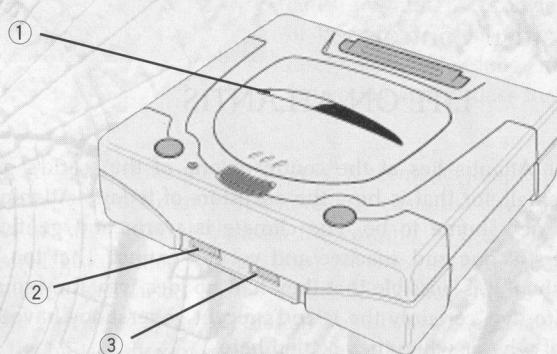
- ① Sistema Sega Saturn
- ② Mando de Control 1
- ③ Mando de Control 2

ITALIANO

Sistema Sega Saturn
Controllo 1
Controllo 2

NEDERLANDS

Sega Saturn-systeem
Bedieningsblok 1
Bedieningsblok 2

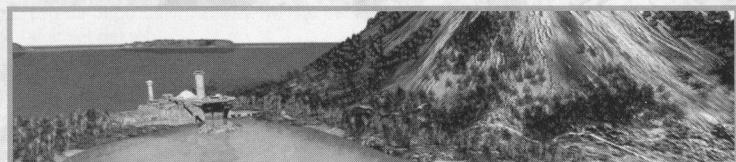


SUMMARY

Life on Atlantis	10
The Palace	11
The Queen	12
Festivals	13
The rest of the World	14
Flyers	15
Crystal energy	16
The Religions of Atlantis	18
Seth	20
Atlantis Saturn Controls	21

LIFE ON ATLANTIS

The island of Atlantis lies at the centre of one of the world's great oceans. It is small, for that is how the ancestors of today's Atlanteans wished their new home to be. The climate is warm and gentle. A volcano towers at one end, inactive and yet not extinct. That too, the ancestors wished. It is possible that they had no idea why they sought such a place to live; certainly the island's recent generations have had no memory of why or when they settled here.



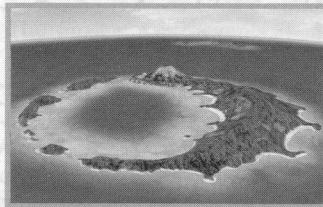
The People, for that is how they think of themselves, have no knowledge of their history. How long have they existed? How did they come to be? Certainly they are of the same species as the other humans that inhabit the world. Yet they are also very different, and are keenly aware of the difference.

Throughout the rest of the world, mankind struggles to emerge from prehistory. Its ways are harsh.



ENGLISH

Tribes without number travel east and west, north and south, overrunning one another and being in turn overrun. Many have settled and organised themselves into communities, even states. Small cities are built, taxes levied, systems of law are devised. But such states rarely survive for long; humanity is too young and restless for stability.



Things are much different on Atlantis. It seems its people have always been there, with their laws, traditions and customs. There is one town, the city of Atlantis, lying beneath the volcano. In fact, it is little more than a village, attached to the palace. No one can remember when the last building was raised, for the Atlanteans choose not to build unless they are forced to. Their population has always been stable and they prefer the houses they have always known. Most of them farm and fish in peace, as their ancestors did. Life is tranquil and geared to the gently changing seasons.



THE PALACE

The splendid jewel that is the palace is as old as any building on the island. It is certainly by far the largest and most luxurious. No records exist of its construction. Its many dazzling apartments, including the throne room, the library and the fabled Dolphin Gallery have always been as they are. The same can be said for the Tower of the Moon and the smaller Tower of the Sun. Likewise for the great hangar where the flying boats are moored.

Atlantis does not change. It is said that there are hidden places in the palace, built by the ancestors; but that is no more than rumour, surely. Why should the people have fashioned hidden passages or rooms in the palace? This, after all, is a place of peace and of harmony, where strife and secrecy have no climate of intrigue in which to flourish.

A small town, more a village in fact, lies beside the palace. Palace workers and officials live there.

THE QUEEN

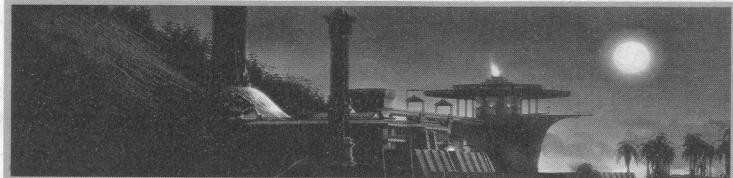


Atlantis has always been ruled by a queen. While the sexes enjoy equal status, it is the womenfolk who tend naturally to take what decisions there are to be made. The current queen is Rhea. She has been monarch for some thirteen years now, and is attended by Creon, her royal consort. Both have their own apartments in the palace. The queen is accompanied by her Companions, young women and men who enjoy several years of life at the palace before returning to the traditional pastimes of their families. During their period of duty, they travel with her majesty and provide her with company. As for the consort, he commands the palace guard and the few soldiers that the island boasts. Their duties are purely honorary, for none can remember an armed conflict between Atlantis and any other people.

The duties of both the monarch and her consort are light indeed. Atlantis requires little or no government; the people are content to live as they always have, in harmony with each other. There is no theft to speak of, and disagreements seem rarely to develop beyond sharp words which are soon forgotten, for all the citizens of Atlantis are provided with occupations, shelter, food, clothing and care.



FESTIVALS

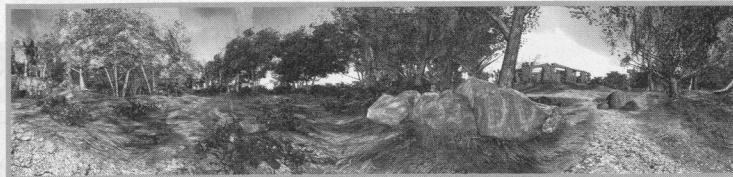


The most notable events in the yearly life of the island are the two Lunar Festivals and the less important Sun Festival. Other great but less frequent occasions are the coronation of a new queen and, of course, the Challenge. The royal consort's position is challenged in the early autumn of every seventh year. During the summer of that year, at the time of the Sun Festival, the Great Games are held, where young women and men compete in athletic events of all kinds.



The young man who becomes champion of the men's games goes on to challenge the consort. If the current consort emerges victorious from the Challenge, he continues in his office for the next seven years. If his challenger wins, then he becomes the new consort and his inception is celebrated throughout the island, for it is thought to guarantee renewed prosperity and happiness for all the people. The new royal consort will himself face the Challenge when seven years have passed.

THE REST OF THE WORLD

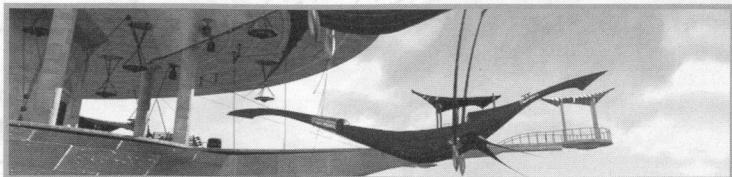


Whatever the reasons which prompted the ancestors to choose Atlantis as their home, it has proven to be a good one, for it has kept the People far from the view of the rest of mankind. The Atlanteans are very much concerned to avoid contact with the rest of the world, and prefer all other peoples to remain in complete ignorance of the existence of their island and their civilisation. The reason for this is not that the Atlanteans are jealous of their relatively advanced knowledge, their architecture, their crystal energy and their flyers; it is because they believe it would be irresponsible to interfere in the development of the rest of humanity. Any involvement with one or other tribe would inevitably result in an imbalance, an unnatural acceleration of that tribe's progress. The people of Atlantis feel strongly that they have no right to tamper in any way with the rest of mankind.

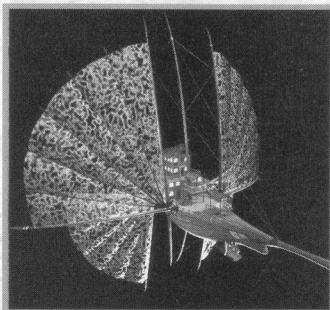
Atlanteans are, after all, a special people, blessed with the knowledge provided them by the crystals. It may be that this blessing is also a curse, for it has forced them to live apart. Throughout the ages, quite a few strangers have joined Atlantean society, but they have only been isolated individuals, and they may never again return to their tribes; what they have learned of Atlantis must never get back to the ears of their tribes. Given its undoubted advantages and the ease of life on the island, such a separation from one's own community can hardly be thought an overly cruel punishment. These new arrivals quickly integrate Atlantean society, marry into the island community and have children who are as Atlantean as anyone else.



FLYERS

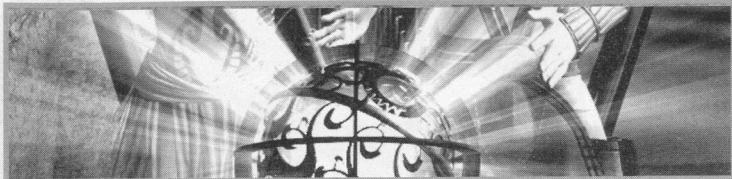


The People regularly observe the rest of the world, from the air. The flying boats, or flyers, of Atlantis are surely the one thing that would most amaze any visitor to the island. These elegant wooden craft may be seen sailing through the sky at all times of day and night. Their principal function is to travel the world, carrying observers who note the movement of all the tribes of the Earth, the rise and fall of cities and states, the wars and calamities that beset humanity, and its slow but sure progress towards what we might call civilisation.



Flyers are of several sizes. Most are designed to transport a pilot and several passengers. Others can carry several dozen. Some have space for a pilot only, and are used for carrying messages. The largest of all is the magnificent royal barge, a true palace of the air, which can transport scores of people. This vessel is reserved for the queen's annual flight around the island.

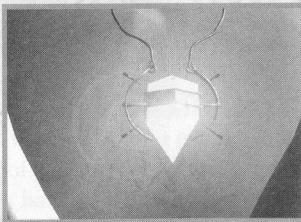
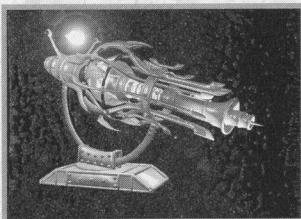
CRYSTAL ENERGY



The flyers are piloted by women and men who have been trained to use the crystal energy that is the exclusive secret of Atlanteans. Nobody knows where the precious crystals came from, nor if there are hidden reserves elsewhere in the world. On Atlantis, there is a limited and dwindling number of them, some large, some small. They belong to families or to the palace, and are passed with reverence from one generation to the next. The larger crystals are to be found on the flyers; they provide the energy for the craft to remain in the air and to move. Flyers are seldom replaced, except in the rare event of an accident, and only if the onboard crystal can be recovered for use in the replacement craft, for there are none to spare.

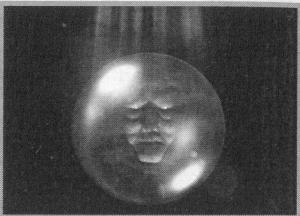
Crystals cannot be manufactured and there is no known source where new ones may be found. The smaller crystals are worn by pilots who use them to focus the energy they need to activate the flyers' onboard crystals.

Children of families which own crystals often become pilots, if they are found to have the power to focus. To make a present of a pilot's crystal is a great gift indeed, for it is surely the rarest and most precious thing in the world.



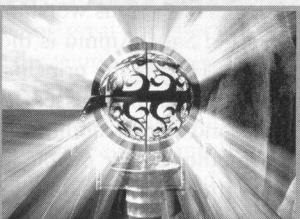
Training to be a pilot is a long and difficult process. It takes many months for even the most talented apprentice to learn to focus, to harmonise her mind with the mineral structure of her crystal, and then to use the crystal to activate and control a larger ship's crystal. And it is not enough to be able to move a flyer through the air; there is also the question of one's destination, of navigation.

This is certainly the most arduous aspect of a pilot's training and takes several years to master. No pilot may fly if she or he has not passed the regular and rigorous navigation examinations. Crystals are much too rare to be lost through the inexperience or incompetence of pilots!

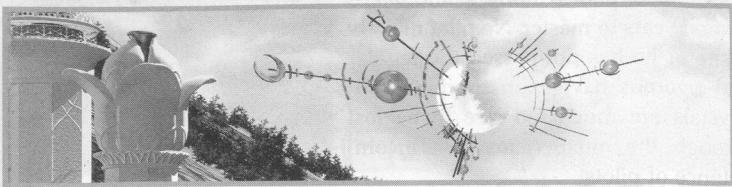


ENGLISH

Pilots learn to navigate by memorising an entire network of recognised places throughout the world. Each of these navigation points is symbolised by a specific image, and there are thousands of such images to be remembered, each in relation to its neighbours. Most pilots will never visit more than a fraction of the navigation points they have learned during training, and most of the images seem to fade from memory. And yet, should a pilot be shown any image she has learned, no matter how many years ago, she need only focus on her crystal, and her flyer will travel to the precise navigation point represented by that image. It seems as if, during training, the entire network is memorised not only by the pilot but also by her crystal.



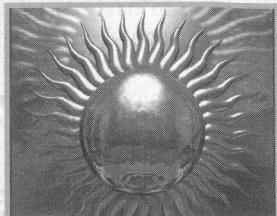
THE RELIGIONS OF ATLANTIS



The people of Atlantis worship two deities, Ammu and Sa'at. Ammu is the goddess of the Moon. Hers is the principal cult and is organised by her priestesses. It is a religion of peace and understanding. Ammu is the loving mother of her people and provides them with all they might need. The priestesses – there are no priests of Ammu – live not only on Atlantis, but in a number of secret communities throughout the world. The priestesses have their own pilot school and maintain their own fleet of flyers.

Like the queen of Atlantis, the goddess Ammu has a consort. His name is Sa'at. He is also her son. One day, it is said, when he had become a youth, Sa'at went off alone to hunt, without telling his mother where he was going. He came across a sea monster, a great and hideous creature of unlimited strength. Sa'at was sure he could tame the beast, but soon found himself trapped in the monster's powerful tentacles. Sa'at may well have lost his life had Ammu not come looking for him. She was able to vanquish the creature, sending it back to its lair deep beneath the cosmic ocean.

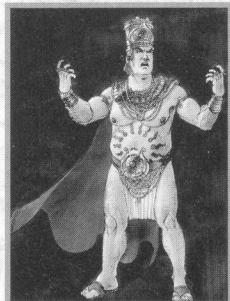
Sa'at, though, had been changed by the battle, and became unstable, restless and sometimes prone to acts of senseless violence. He was given to destroying entire worlds for no reason. In order to bring him contentment and to calm his destructive energy, Ammu named him her consort and allowed him to aid her in the governing of the universe. His responsibility was the daily journey of the sun.



In spite of Ammu's efforts, Sa'at slowly grew restless again, and threatened to cause more havoc. So Ammu sent him away to fight a bull she knew of, a beast she was sure Sa'at would be able to defeat. Thereafter, whenever Sa'at seemed to be losing his sense of calm and contentment, she sent him to fight the bull, and was able, in that way, to keep her son and consort under control.

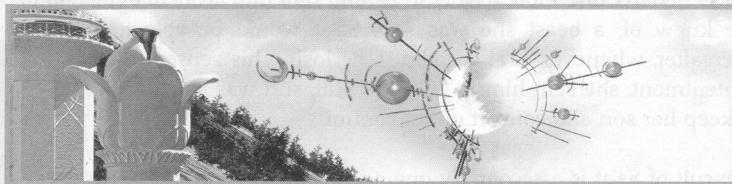
The cult of Sa'at is a secondary one on Atlantis. His priests are less numerous and of less importance than the priestesses of Ammu. However, they organise the yearly Sun Festival, a time of great

exuberance, where the young men of the island take part in competitions which give them an opportunity to display their strength and agility, much to the delight and amusement of the island's young women.



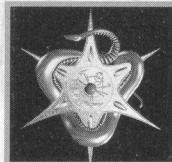
The Lunar Festivals, of which there are two each year, are naturally of more importance, for they celebrate the divine generosity and wisdom of the beloved goddess.

SETH



Seth is the hero of the story recounted in *Atlantis, The Lost Tales*. He's a young man, barely out of boyhood, whose father has recently died after a short illness. Seth lost his mother when he was a baby; she was killed by tribesmen in a far-off corner of the world, after the flyer in which she was travelling had been caught in a violent thunder-storm and forced to land.

Seth has been invited to join the Queen's Companions. The experience will give him the opportunity to make new friends, travel with the queen and study what subjects he chooses to. He will remain with them for two or three years, before returning to his family home, probably to become a fisherman like his father and grandfather before him. Or he may decide instead to join the consort's Palace Guard. That doesn't seem a likely prospect, however, since the military life, even in its most honorary form, has never been a tradition in Seth's family.



As the tale begins, Seth is being flown to the palace, to begin his new life. He won't see Queen Rhea today, as Her Majesty, accompanied by most of her Companions, is visiting the northern part of the island.



ATLANTIS SATURN CONTROLS

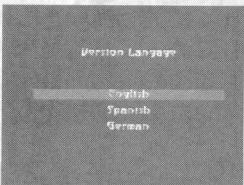
MENUS :

GENERAL:

- Press the D-Pad UP, DOWN, LEFT and RIGHT to move within the menus.
- Press Button A to confirm a selection.
- Press Button C to cancel a selection or to return to the previous menu.

LANGUAGE CHOICE:

You have the choice of playing the game in three different languages, English (dialogue + subtitles), German and Spanish (subtitles only). You can choose the language you wish to play in at the beginning of the game. Once the language has been selected, the subtitles will appear on-screen during game-play.

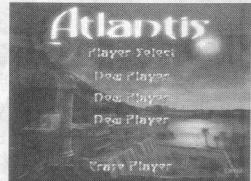


START MENU:

Press the Start Button to go to the Player Select menu.

PLAYER SELECT MENU:

In *Atlantis*, the progress of 3 players can be saved. When initialising the game for the first time, the 3 boxes will indicate "New Player". If you select "New Player", the "Name Entry" screen is displayed.

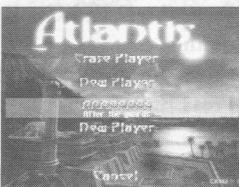


If you select "Erase player", the "Erase Player" screen is displayed. The name of the player who has already played is displayed in one of the boxes. Select it to continue playing where the game was stopped or to start a new game.



NAME ENTRY:

Type in the name by pressing the D-Pad LEFT and RIGHT to scroll through the letters. Press Button A to enter each letter selected. Select "END" to confirm the name.



ERASE PLAYER:

Select a player and confirm your choice to erase it.

DURING THE GAME:

Use the D-Pad to turn the head in all directions, or to move the cursor on the screen during the puzzles.

THE CURSORS:

The "Move" cursor:

- Press Button A to move in the direction indicated.
- Press Button C to skip the transition scenes.

The "Interaction" cursor:

- Press Button A to communicate with a character or to activate mechanisms.

The "Object" cursor:

- Press Button A to pick up an object when it can be collected.

The "Warning" cursor:

- A red cursor is displayed on the screen to warn that it is not possible to complete an action.

INVENTORY MODE:

The inventory mode is displayed when Button B is pressed

- Press the D-Pad to move within the list of objects.
- Press Button A to pick up the selected object.
- Press Button C to quit the inventory mode.

When an object has been selected, the cursor on the screen is replaced with a representation of the object selected.

- Press Button A to use the object.
- Press Button C to return the object to the inventory.

DIALOGUE MODE:

This is displayed when Button A is pressed while the "interaction" cursor is on a character.

Each icon represents a possible topic of conversation:

- Press the D-Pad to move within the list of topics.
- Press Button A to initiate a topic of conversation.
- Press Button C to interrupt the conversation in progress or to quit the dialogue mode.

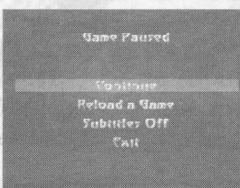
PUZZLES MODE:

Occasionally a puzzle will have to be solved. While the aspect and purpose of each puzzle may be different, they are nevertheless handled in the same way:

- Press the D-Pad to move an item or a cursor.
- Press Button A to position, pick up or handle a puzzle item.
- Press Button B to rotate an item.
- Press Button C to quit the current puzzle.

PAUSE MENU:

This menu is displayed when the Start button is pressed at any time during the game. It stops game progress and accesses the options.



Continue

Restarts the game. The Start button can also be pressed to resume play.

Load game

Displays the "Load Game" screen.

Subtitles

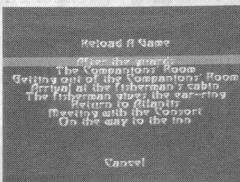
Displays subtitles during a conversation. Press Button A to change between "On" and "Off".

Exit

Returns to the Player Select menu. A confirmation message will appear in order that you may confirm your choice.

LOAD GAME MENU:

Displays the list of previously saved games.



- Press the D-Pad UP and DOWN to select the game you wish to load.
- Press Button A to confirm the selection.
- Press Button C to return to the Pause menu.

HANDLING YOUR SEGA SATURN CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDHABUNG IHRER SEGA SATURN CD-ROM

- Die SEGA SATURN CD-ROM ist ausschließlich für die Verwendung mit dem SEGA SATURN-Gerät vorgesehen.
- Halten Sie die Oberfläche der CD-ROM frei von Schmutz und Kratzern.
- Lassen Sie die CD-ROM nicht in direktem Sonnenlicht, in der Nähe einer Heizung oder anderer Wärmequellen liegen.
- Legen Sie während eines längeren Spiels gelegentlich eine Pause ein, um sich selbst eine Erholung zu gönnen.

Warnung an Besitzer von Projektionsfernsehgeräten:

Standbilder oder unbewegliche Grafiken können bleibende Beschädigung der Bildröhre verursachen oder sich in die Phosphorbeschichtung der Kathodenstrahlröhre einbrennen. Vermeiden Sie wiederholte oder längere Wiedergabe von Videospielen auf Großbild-Projektionsfernsehgeräten.

MANIPULATION DE VOTRE CD-ROM SEGA SATURN

- Le CD-ROM Sega Saturn est exclusivement destiné à être utilisé sur la console Sega Saturn.
- Gardez toujours la surface du CD-ROM propre et sans rayures.
- N'exposez pas le CD-ROM aux rayons directs du soleil et ne le laissez pas près d'une source de chaleur telle qu'un radiateur.
- Faites des pauses de temps à autre pendant le jeu afin de vous reposer.

Avertissement pour les utilisateurs de téléviseurs à projection :

Des images fixes peuvent causer des dommages permanents au tube-image ou marquer le phosphore de l'écran. Évitez de jouer souvent ou longtemps à des jeux vidéos sur des téléviseurs à projection grand écran.

MANEJO DE SU CD-ROM SEGA SATURN

- La CD-ROM Sega Saturn ha sido diseñada para ser utilizada exclusivamente con el sistema Sega Saturn.
- Asegúrese de mantener la superficie de la CD-ROM libre de polvo y rayaduras.
- No la deje a la luz solar directa ni cerca de un radiador u otras fuentes de calor.
- Asegúrese de efectuar alguna pausa de vez en cuando durante un juego prolongado para descansar.

Aviso a los poseedores de televisiones de proyección:

Los fotogramas o imágenes fijas podrían causar daño permanente en el tubo de imagen o marcar el luminóforo del tubo de rayos catódicos. Evite el uso repetido o prolongado de juegos de video en televisiones de proyección de pantalla grande.

MANUTENZIONE DEL TUO CD-ROM SEGA SATURN

- Il CD-ROM Sega Saturn va usato solamente con il sistema Sega Saturn.
- Assicurati di tenere la superficie del CD-ROM al riparo dallo sporco e dai graffi.
- Non lasciarlo alla luce diretta del sole o vicino a un termostifone o altre sorgenti di calore.
- Assicurati di prendere una pausa durante l'uso prolungato per riposare te e il CD Sega Saturn.

Avvertimento per i proprietari di televisioni a proiezione:

Fotogrammi o immagini fisse potrebbero causare un danno permanente al tubo d'immagine o lasciare tracce di fosforo sul tubo a raggi catodici. Evitare l'uso ripetuto o prolungato di video giochi sui televisori a proiezione a largo schermo.

BEHANDLING UW SEGA SATURN CD-ROM

- De Sega Saturn CD-ROM is ontworpen om uitsluitend te worden gebruikt met het Sega Saturn-systeem.
- Zorg ervoor dat het oppervlak van de CD-ROM van vuil en krassen gevrijwaard blijft.
- Niet in onmiddellijk zonlicht achterlaten of in de nabijheid van een radiator of andere warmtebron.
- Neem nu en dan een pauze wanneer u voor een lange periode speelt, om uzelf en de Sega Saturn CD de nodige rust te gunnen.

Waarschuwing voor bezitters van projectie-televisietoestellen:

Stilstaande beelden kunnen een blijvende beschadiging van de beeldbuis tot gevolg hebben of onuitwisbare vlekken achterlaten op de fosforecerende stof van de CRT. Vermijd herhaaldelijk of langdurig spelen van videospelletjes op projectie-televisietoestellen met een breed scherm.



Atlantis

The Lost Tales™

© CRYO Interactive Entertainment 1997, 1998. Licensed by Sega Enterprises, Ltd.

Copying or transmission of this game is strictly prohibited. Unauthorised rental or public performance of this game is a violation of applicable laws.

Jegliche Vervielfältigung oder Übertragung dieses Spiels ist streng verboten. Unautorisierte Verleih oder öffentliche Vorführung dieses Spiels stellen einen Verstoß gegen geltendes Recht dar.

Copier ou diffuser ce jeu est strictement interdit. Toute location ou représentation publique de ce jeu constitue une violation de la loi.

La copia o transmisión de este juego está terminantemente prohibida. El alquiler o utilización pública de este juego es delito y está penado por la ley.

La duplicazione o la trasmissione di questo gioco sono severamente proibite. Il noleggio non autorizzato o dimostrazioni in pubblico di questo gioco costituiscono una violazione alle leggi vigenti.

Kopiering eller överföring av detta spel är strängt förbjudet. Otiltäten uthyrning eller offentlig visning av detta spel innebär lagbrott.

Het kopiëren of anderszins overbrengen van dit spel is ten strengste verboden. Het onrechtmatig verhuren of openbaar vertonen van dit spel is bij wet verboden.

This product is exempt from classification under UK Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

PATENTS: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999.